

List of Atari 2600 games

This is a list of games for the **Atari Video Computer System**, a console renamed to the **Atari 2600** in November 1982. Sears licensed the console and many games from Atari, Inc., selling them under different names. 3 cartridges were Sears exclusives.

The list contains **521** games, divided into three sections:

1. Games published by Atari and Sears
2. Games published by third parties
3. Hobbyist-developed games after the system was discontinued.



The Atari VCS with CX40 joystick

The Atari VCS was first released in North America on September 11, 1977 with nine cartridges: *Air-Sea Battle*, *Basic Math*, *Blackjack*, *Combat*, *Indy 500*, *Star Ship*, *Street Racer*, *Surround* and *Video Olympics*.

The final licensed Atari 2600 games released in North America were *Ikari Warriors*, *MotoRodeo*, *Sentinel*, and *Xenophobe* in early 1991,^[1] and the final licensed games released in Europe were *Klax* and *Acid Drop* in 1990 and 1992 respectively.

Games published by Atari and Sears

All 130 of the initial era of Atari 2600 games were developed and manufactured by Atari, Inc. These games were published by Atari, and many were also licensed to Sears, which released these games under its Tele-Games brand, often with different titles.^[2] Sears's Tele-Games brand was unrelated to the company Telegames, which also produced cartridges for the Atari 2600 (mostly re-issues of M Network games.)^[3]

Three games were also produced by Atari Inc. for Sears as exclusive releases under the Tele-Games brand: *Steeplechase*, *Stellar Track*, and *Submarine Commander*.^[2]

Atari title	Sears title	Code	Designer or programmer	Year ^[4]	Genre	Notes
<i>32 in 1</i>	-	CX-26163		1988	Educational, Sports	A multi-genre cartridge. It is a PAL-only release and is compatible with the Atari 7800. ^[5] 32 games are included, including games by Atari, Inc., Activision, CommaVid, and U.S. Games.
<i><u>3-D Tic-Tac-Toe</u></i>	<i>3-D Tic-Tac-Toe</i>	CX-2618	<u>Carol Shaw</u>	July 1980	Strategy	
<i><u>Adventure</u></i>	<i>Adventure</i>	CX-2613	<u>Warren Robinett</u>	March 1980	Adventure, Action-RPG	Contains first well-known Easter egg, containing the designer's name.
<i><u>Air-Sea Battle</u></i>	<i>Target Fun</i>	CX-2602	<u>Larry Kaplan</u>	September 1977	Action	One of the nine Atari 2600 launch games.
<i><u>Alpha Beam with Ernie</u></i>	-	CX-26103	Michael Callahan (programmer), Preston Stuart (graphics)	November 1983	Educational	Co-developed by Children's Computer Workshop
<i><u>Asterix</u></i>	-	CX-2696	Steve Woita	March 1985	Action	Primarily a PAL release. Same game as <i>Taz</i> but with altered graphics.
<i><u>Asteroids</u></i>	<i>Asteroids</i>	CX-2649	Brad Stewart	August 1981	Action	
<i><u>Atari Video Cube</u></i>	-	CX-2670		June 1983	Strategy	Originally released as mail-order through Atari Club.
<i><u>Backgammon</u></i>	<i>Backgammon</i>	CX-2617	Craig Nelson	November 1979	Strategy	
<i><u>Basic Math</u></i> AKA <i>Fun With</i>	<i>Math</i>	CX-2661	Gary Palmer	September 1977	Educational	One of the nine Atari 2600

<i>Numbers</i>						launch games
<u><i>BASIC Programming</i></u>	-	CX-2620	<u>Warren Robinett</u>	April 1980	Educational	Advertised in 1979, but appears to have gone unreleased until 1980
<u><i>Basketball</i></u>	<i>Basketball</i>	CX-2624	<u>Alan Miller</u>	October 1978	Sports	
<u><i>Battlezone</i></u>	-	CX-2681	Mike Feinstein and Brad Rice	August 1983	Action, Simulation	
<u><i>Berzerk</i></u>	<i>Berzerk</i>	CX-2650	Dan Hitchens	August 1982	Action	Licensed by Stern Electronics
<u><i>Big Bird's Egg Catch</i></u>	-	CX-26104	Christopher Omarzu	November 1983	Educational, Strategy	Co-developed by Children's Computer Workshop
<u><i>Blackjack</i></u>	<i>Blackjack</i>	CX-2651	<u>Bob Whitehead</u>	September 1977	Simulation	One of the nine Atari 2600 launch games
<u><i>Bowling</i></u>	<i>Bowling</i>	CX-2628	<u>Larry Kaplan</u>	March 1979	Sports	
<u><i>Brain Games</i></u>	<i>Brain Games</i>	CX-2664	<u>Larry Kaplan</u>	October 1978	Educational, Strategy	
<u><i>Breakout</i></u>	<i>Breakaway IV</i>	CX-2622	Brad Stewart	October 1978	Action	
<u><i>Canyon Bomber</i></u>	<i>Canyon Bomber</i>	CX-2607	<u>David Crane</u>	March 1979	Action	
<u><i>Casino</i></u>	<i>Poker Plus</i>	CX-2652	<u>Bob Whitehead</u>	March 1979	Strategy	
<u><i>Centipede</i></u>	-	CX-2676		March 1983	Action	
<u><i>Circus Atari</i></u>	<i>Circus</i>	CX-2630	Michael Lorenzen	July 1980	Action	
<u><i>Codebreaker</i></u>	<i>Codebreaker</i>	CX-2643	Unknown	October 1978	Strategy	
<u><i>Combat</i></u>	<i>Tank Plus</i>	CX-2601	Larry Wagner, <u>Joe Decuir</u>	August 1977	Action	One of the nine Atari 2600 launch games
<u><i>A Game of Concentration</i></u>	<i>Memory Match</i>	CX-2642	Jim Huether	1978	Traditional	Re-release of <i>Hunt & Score</i>

<u>Cookie Monster Munch</u>	-	CX-26102	Gary Stark	December 1983	Educational	Co-developed by Children's Computer Workshop.
<u>Crazy Climber</u>	-	CX-2683	Alex Leavens	March 1983	Action	Licensed by Nihon Bussan Co. Mail-order exclusive through Atari Club.
<u>Crossbow</u>	-	CX-26139		May 1988	Action	Licensed by Exidy
<u>Crystal Castles</u>	-	CX-26110	Peter C. Niday (programmer), Robert Vieira (sound), Michael Kosaka (graphics)	April 1984	Action	
<u>Dark Chambers</u>	-	CX-26151	John Palevich	May 1989	Action	
<u>Defender</u>	<i>Defender</i>	CX-2609	Bob Polaro	June 1982	Action	Licensed by Williams Electronics
<u>Defender II</u>	-	CX-26120	Bill Aspromonte (programmer), Andrew Fuchs (sound)	1988	Action	Re-release of <i>Stargate</i>
<u>Demons to Diamonds</u>	<i>Demons to Diamonds</i>	CX-2615	Nick Turner	July 1982	Action	
<u>Desert Falcon</u>	-	CX-26140	Bob Polaro	December 1987	Action	
<u>Dig Dug</u>	-	CX-2677		October 1983	Action	Licensed by Namco
<u>Dodge 'Em</u>	<i>Dodger Cars</i>	CX-2637	<u>Carla Meninsky</u>	September 1980	Action, Racing	
<i>Donald Duck's Speedboat</i>	-	CX-26108	<u>Suki Lee</u>	1983	Action	Only released in Brazil
<u>Double Dunk</u>	-	CX-26159	Matthew Hubbard	May 1989	Sports	
<u>E.T. the Extra-Terrestrial</u>	-	CX-2674	<u>Howard Scott Warshaw</u>	December 1982	Adventure	Considered the worst video

						game of all time and cause of the <u>"video game crash of 1983"</u>
<u>Fatal Run</u>	-	CX-26162	Steve Aguirre	1990	Action, Racing / Driving	PAL-only release; developed by Sculptured Software
<u>Flag Capture</u>	<i>Capture</i>	CX-2644	Jim Huether	October 1978	Strategy	
<u>Football</u>	<i>Football</i>	CX-2625	<u>Bob Whitehead</u>	March 1979	Sports	
<u>Galaxian</u>	-	CX-2684	Mark Ackerman, Glen Parker and Tom Calderwood	April 1983	Action	Licensed by Namco
<u>Golf</u>	<i>Golf</i>	CX-2634	Michael Lorenzen	July 1980	Sports	
<u>Gravitar</u>	-	CX-2685		October 1983	Action	
<u>Gremlins</u>	-	CX-26127	Scott Smith (programmer), Mimi Nyden (graphics), Robert Vieira (sound)	July 1984	Action	
<u>Hangman</u>	<i>Spelling</i>	CX-2662	<u>Alan Miller</u>	October 1978	Strategy	
<u>Haunted House</u>	<i>Haunted House</i>	CX-2654	James Andreasen	February 1982	Action, Adventure	
<u>Home Run</u>	<i>Baseball</i>	CX-2623	<u>Bob Whitehead</u>	October 1978	Sports	
<u>Human Cannonball</u>	<i>Cannon Man</i>	CX-2627	Unknown	March 1979	Strategy	Based on an unreleased arcade concept by Owen Rubin
<u>Hunt & Score</u> (see <i>Concentration</i>)	-	CX-2642	Jim Huether	October 1978	Strategy	
<u>Ikari Warriors</u>	-	CX-26177		March 1991	Action	Licensed by SNK

<u>Indy 500</u>	<i>Race</i>	CX-2611	Ed Riddle	September 1977	Racing	One of the nine Atari 2600 launch games
<u>Joust</u>	-	CX-2691	Mike Feinstein and Kevin Osborn	October 1983	Action	Licensed by Williams Electronics
<u>Jr. Pac-Man</u>	-	CX-26123	Ava-Robin Cohen	October 1986	Action	Licensed by Bally Midway
<u>Jungle Hunt</u>	-	CX-2688	Mike Feinstein and John Allred	July 1983	Side-scrolling action	Licensed by Taito
<u>Kangaroo</u>	-	CX-2689	Kevin Osborn	July 1983	Action	Licensed by Sun Electronics
<u>Klax</u>	-	CX-26192	Steve DeFrisco	1990	Action, Strategy	PAL-only. Last official game released for 2600.
<u>Krull</u>	-	CX-2682	Dave Staugas	November 1983	Action	
<u>Mario Bros.</u>	-	CX-2697	Dan Hitchens	December 1983	Action	Licensed by Nintendo
<u>Math Gran Prix</u>	<i>Math Gran Prix</i>	CX-2658	Suki Lee	July 1982	Educational, Racing	
<u>Maze Craze: A Game of Cops and Robbers</u>	<i>Maze Mania</i>	CX-2635	Rick Maurer	September 1980	Action	
<u>Midnight Magic</u>	-	CX-26129	Glenn Axworthy	November 1986	Action	
<u>Millipede</u>	-	CX-26118	Dave Staugas (programmer), Jerome Domurat (graphics), Andrew Fuchs (sound), Robert Vieira (sound)	March 1984	Fixed Shooter	
<u>Miniature Golf</u>	<i>Arcade Golf</i> ^[6]	CX-2626	Tom Reuterdaahl	March 1979	Simulation, Sports, Strategy	
<u>Missile Command</u>	<i>Missile Command</i>	CX-2638	<u>Rob Fulop</u>	April 1981	Action	
<u>Moon Patrol</u>	-	CX-2692		October 1983	Action	licensed by Irem

<u>MotoRodeo</u>	-	CX-26171	Steve DeFrisco	March 1991	Racing / Driving, Sports	Developed by Axlon
<u>Ms. Pac-Man</u>	-	CX-2675	Mike Horowitz and Josh Littlefield	February 1983	Action	Licensed by Bally Midway ^[7]
<u>Night Driver</u>	<i>Night Driver</i>	CX-2633	<u>Rob Fulop</u>	July 1980	Action, Racing / Driving	
<u>Obelix</u>	-	CX-26117	Suki Lee (programmer), Dave Jolly (graphics), Jeff Gusman (sound), Andrew Fuchs (sound)	March 1985	Action	
<u>Off the Wall</u>	-	CX-26168		August 1989	Action	
<u>Oscar's Trash Race</u>	-	CX-26101	Christopher Omarzu (programmer), Preston Stuart (graphics)	March 1984	Educational, Racing / Driving	Co-developed by Children's Computer Workshop
<u>Othello</u>	<i>Othello</i>	CX-2639	<u>Ed Logg</u>	March 1981	Strategy	
<u>Outlaw</u>	<i>Gunslinger</i>	CX-2605	<u>David Crane</u>	October 1978	Action	
<u>Pac-Man</u>	<i>Pac-Man</i>	CX-2646	<u>Tod Frye</u>	March 16, 1982	Action	Licensed by Namco
<u>Pelé's Soccer</u> AKA <i>Championship Soccer</i>	<i>Soccer</i>	CX-2616	Steve Wright	February 1981	Action, Sports	Announced for Fall 1980, but delayed to early 1981
<u>Pengo</u>	-	CX-2690	Mark R. Hahn (programmer), Andrew Fuchs (sound), Jeff Gusman (sound), Courtney Granner (unknown)	May 1984	Action	Licensed by Coreland, Sega
<u>Pepsi Invaders</u>	-	CX-2632H	Christopher Omarzu	1983	Action	A special version of <u>Space</u>

						<u>Invaders</u> commissioned by <u>Coca-Cola</u> .
<u>Phoenix</u>	-	CX- 2673	Mike Feinstein and John Mracek	February 1983	Action	Licensed by Amstar Electronics.
<u>Pigs in Space</u>	-	CX- 26114	Rob Zdybel (programmer), John Russell (programmer), Bill Aspromonte (programmer), Michael Sierchio (designer)	November 1983	Action	
<u>Pole Position</u>	-	CX- 2694	Doug Macrae and John Allred	August 1983	Racing / Driving	Licensed by Namco
<u>Quadrun</u>	-	CX- 2686	Steve Woita	November 1983	Action	Mail-order exclusive through Atari Club.
<u>Radar Lock</u>	-	CX- 26176	Doug Neubauer	August 1989	Action	
<u>Raiders of the Lost Ark</u>	-	CX- 2659	<u>Howard Scott Warshaw</u>	November 1982	Adventure	
<u>RealSports Baseball</u>	-	CX- 2640	Joseph Tung	October 1982	Action, Sports	
<u>RealSports Boxing</u>	-	CX- 26135	Alex DeMeo	December 1987	Action, Sports	
<u>RealSports Football</u>	-	CX- 2668	Robert Zdybel	December 1982	Sports	
<u>RealSports Soccer</u>	-	CX- 2667	Michael Sierchio	April 1983	Sports	
<u>RealSports Tennis</u>	-	CX- 2680		April 1983	Sports	
<u>RealSports Volleyball</u>	-	CX- 2666	Bob Polaro (programmer), Alan Murphy (graphics)	October 1982	Sports	
<u>Road Runner</u>	-	CX- 2663	Bob Polaro	August 1989	Action, Racing / Driving	

<u>Rubik's Cube</u>	-	CX-2698		1983	Strategy	Re-release of <u>Atari Video Cube</u>
<u>Secret Quest</u>	-	CX-26170	Steve DeFrisco (programmer), <u>Nolan Bushnell</u> (designer)	May 1989	Adventure	Developed by Axlon.
<u>Sentinel</u>	-	CX-26183	<u>David Lubar</u> (programmer)	March 1991	Action	
<u>Sky Diver</u>	<i>Dare Diver</i>	CX-2629	Jim Huether	March 1979	Action	
<u>Slot Machine</u>	<i>Slots</i>	CX-2653	<u>David Crane</u>	March 1979	Simulation	
<u>Slot Racers</u>	<i>Maze</i>	CX-2606	<u>Warren Robinett</u>	October 1978	Action	
<u>Snoopy and the Red Baron</u>	-	CX-26111	Richard Dobbis (programmer), Sam Comstock (graphics)	November 1983	Action	
<u>Solaris</u>	-	CX-26136	Doug Neubauer	November 1986	Action	Originally released by mail-order through Atari Club.
<u>Sorcerer's Apprentice</u>	-	CX-26109	Peter C. Niday	December 1983	Action	
<u>Space Invaders</u>	<i>Space Invaders</i>	CX-2632	Rick Maurer	March 1980	Action	Licensed by Taito
<u>Space War</u>	<i>Space Combat</i>	CX-2604	Ian Shepard	October 1978	Action	
<u>Sprint Master</u>	-	CX-26155	Bob Polaro	March 1989	Action, Racing / Driving	
<u>Stargate</u>	-	CX-26120	Bill Aspromonte (programmer), Andrew Fuchs (sound)	June 1984	Action	Licensed by Williams Electronic Games
<u>Star Raiders</u>	<i>Star Raiders</i>	CX-2660	<u>Carla Meninsky</u>	September 1982	Action, Strategy	
<u>Star Ship</u>	<u>Outer Space</u>	CX-2603	<u>Bob Whitehead</u>	September 1977	Action	One of the nine Atari 2600 launch games

<u>Steeplechase</u>	-	CX-2614	Jim Huether	March 1981	Action, Sports	One of the three games Atari produced exclusively for Sears.
<u>Stellar Track</u>	-	CX-2619	Robert Zdybel	March 1981	Simulation, Strategy	One of the three games Atari produced exclusively for Sears.
<u>Street Racer</u>	<i>Speedway II</i>	CX-2612	<u>Larry Kaplan</u>	September 1977	Racing / Driving	One of the nine Atari 2600 launch games
<u>Submarine Commander</u>	-	CX-2647	Matthew Hubbard	September 1982	Simulation	One of the three games Atari produced exclusively for Sears.
<u>Super Baseball</u>	-	CX-26152		March 1989	Action, Sports	
<u>Super Breakout</u>	<i>Super Breakout</i>	CX-2608	Nick Turner	October 1981	Action	Sears exclusive title through the end of 1981
<u>Super Football</u>	-	CX-26154	Doug Neubauer	March 1989	Sports	
<u>Superman</u>	<i>Superman</i>	CX-2631	John Dunn	September 1979	Action, Adventure	
<u>Surround</u>	<i>Chase</i>	CX-2641	<u>Alan Miller</u>	September 1977	Action	One of the nine Atari 2600 launch games
<u>Swordquest: Earthworld</u>	-	CX-2656	Dan Hitchens	October 1982	Action, Adventure	
<u>Swordquest: Fireworld</u>	-	CX-2657	<u>Tod Frye</u>	February 1983	Adventure	
<u>Swordquest: Waterworld</u>	-	CX-2671	<u>Tod Frye</u>	October 1983	Adventure	Sold via mail-order through Atari Club.
<u>Taz</u>	-	CX-2699	Steve Woita	April 1984	Action	
<u>Track & Field</u>	-	CX-26125	Seth Lipkin and Jacques Hugon	July 1986	Sports	Licensed by <u>Konami</u> .

<u>Vanguard</u>	-	CX-2669	Dave Payne	December 1982	Action	Licensed by SNK
<u>Video Checkers</u>	<i>Checkers</i>	CX-2636	<u>Carol Shaw</u>	September 1980	Strategy	
<u>Video Chess</u>	<i>Video Chess</i>	CX-2645	Larry Wagner, <u>Bob Whitehead</u>	November 1979	Strategy	
<u>Video Olympics</u>	<i>Pong Sports</i>	CX-2621	Joe Decuir	September 1977	Action	One of the nine Atari 2600 launch games
<u>Video Pinball</u>	<u>Arcade Pinball</u>	CX-2648	Bob Smith	April 1981	Pinball	
<u>Warlords</u>	<i>Warlords</i>	CX-2610	<u>Carla Meninsky</u>	July 1981	Action	
<u>Xenophobe</u>	-	CX-26172		March 1991	Action	Licensed by Bally Midway
<u>Yars' Revenge</u>	<i>Yars' Revenge</i>	CX-2655	<u>Howard Scott Warshaw</u>	May 1982	Action	

Games published by third parties

As the Atari 2600 console grew in popularity, in 1980^[8] other game developers, such as Activision and Imagic, entered the market and published more than 380 of their own cartridges for the Atari 2600. Many of the most popular Atari 2600 games, such as Pitfall! and Demon Attack, are third-party games.^[9]

Game Title	Developer (Designer)	Publisher	Year ^[4]	Genre	Notes
<i>Acid Drop</i>	Dennis Kiss ^[10]	Salu Ltd	1992	Strategy	PAL-only; puzzle game; last game released. Atari 2600s stopped being manufactured
<i>The Activision Decathlon</i>	Activision (David Crane)	<u>Activision</u>	August 1983	Sports	
<i>Adventures of Tron</i>	APh Technological Consulting	<u>M Network</u>	February 1983	Action	
<i>Airlock</i>	<u>Data Age</u>	<u>Data Age</u>	October 1982	Action	
<i>Air Raid</i>	MenAVision	MenAVision	1982	Action	Only 13 copies known to exist
<i>Air Raiders</i>	APh Technological Consulting	<u>M Network</u>	February 1983	Action	
<i>Alien</i>	<u>20th Century Fox</u>	<u>20th Century Fox</u>	December 1982	Action	
<i>Alien's Return</i>	Gem International Corporation	<u>Home Vision</u>	1983	Action	Primarily a PAL release. Released in NTSC format as <i>E.T Go Home</i>
<i>Amidar</i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	November 1982	Action	licensed by <u>Konami</u>
<i>Armor Ambush</i>	APh Technological Consulting	<u>M Network</u>	September 1982	Action, Racing / Driving	conversion of Intellivision <i>Armor Battle</i>
<i>Artillery Duel/Chuck Norris Superkicks</i>	<u>Xonox</u>	<u>Xonox</u>	November 1983	Strategy	double-ended cartridge
<i>Artillery Duel/Ghost Manor</i>	<u>Xonox</u>	<u>Xonox</u>	1983	Strategy	double-ended cartridge
<i>Artillery Duel/Spike's Peak</i>	<u>Xonox</u>	<u>Xonox</u>	1983	Strategy	double-ended cartridge
<i>Artillery Duel</i>	Action Graphics	<u>Xonox</u>	1983	Strategy	

<u><i>Assault</i></u>	Bomb	Bomb	Q4 1983	Action	
<u><i>Astroblast</i></u>	APh Technological Consulting	<u>M Network</u>	July 1982	Action	conversion of Intellivision <u><i>Astrosmash</i></u>
<u><i>Atlantis</i></u>	<u>Imagic</u>	<u>Imagic</u>	July 1982	Action	
<u><i>Atlantis II</i></u>	<u>Imagic</u>	<u>Imagic</u>	October 1982	Action	
<u><i>Bachelor Party</i></u>	<u>Mystique</u>	<u>PlayAround</u>	November 1982	<u>Adult</u> , Action	Originally marketed under the "Swedish Erotica" series.
<u><i>Bachelorette Party</i></u>		<u>PlayAround</u>	1982	<u>Adult</u> , Action	Released as a 2-in-1 cart with <u><i>Burning Desire</i></u>
<u><i>Bank Heist</i></u>	<u>20th Century Fox</u>	<u>20th Century Fox</u>	July 1983	Action, Racing / Driving	
<u><i>Barnstorming</i></u>	<u>Activision</u>	<u>Activision</u>	March 1982	Action	
<u><i>Base Attack</i></u>	<u>Home Vision</u>	<u>Home Vision</u>	1983	shooter	Original version of <u>Z- Tack</u>
<u><i>Beamrider</i></u>	Cheshire Engineering	<u>Activision</u>	July 1984	Action	
<u><i>Beany Bopper</i></u>	<u>Sirius Software</u>	<u>20th Century Fox</u>	September 1982	Action	
<u><i>Beat Em and Eat Em</i></u>	<u>Mystique</u>	<u>PlayAround</u>	November 1982	<u>Adult</u> , Action	Originally marketed under the "Swedish Erotica" series. First <u>pornographic</u> video game released for the Atari 2600.
<u><i>Berenstain Bears</i></u>	<u>Coleco</u>	<u>Coleco</u>	March 1984	Educational	Kid Vid Voice Module required to function
<u><i>Bermuda</i></u>	Suntek?	Suntek/Quelle/Rainbow Vision/Hertie	1983	Shooter	Hack of <u><i>River Raid</i></u>
<u><i>Bermuda Triangle</i></u>	<u>Data Age</u>	<u>Data Age</u>	March 1983	Action	

<i>Birthday Mania</i>	Tokar, Robert Anthony	Personal Games Company	August 1984	Action	
<i>Blue Print</i>	<u>CBS Electronics</u>	<u>CBS Electronics</u>	July 1983	Action	licensed by Bally Midway
<i>BMX Airmaster</i>	<u>Sculptured Software</u>	TNT Games	August 1989	Action, Sports	
<i>Bobby is Going Home</i>	<u>Bit Corporation</u>	CCE	1983		
<i>Boing!</i>	<u>First Star Software</u>	<u>First Star Software</u>	January 1984	Action	
<i>Boxing</i>	<u>Activision</u> (Bob Whitehead)	<u>Activision</u>	August 1980	Sports	
<i>Bridge</i>	<u>Activision</u> (Larry Kaplan)	<u>Activision</u>	December 1980	Strategy	
<i>Buck Rogers: Planet of Zoom</i>	<u>Sega</u>	<u>Sega</u>	November 1983	Action	
<i>Bugs</i>	<u>Data Age</u>	<u>Data Age</u>	October 1982	Action	
<i>Bumper Bash</i>	<u>Spectravision</u>	<u>Spectravision</u>	1983	Action	
<i>Bump 'n' Jump</i>	Mattel Electronics	M Network	November 1983	Action, Racing / Driving	licensed by Data East USA
<i>BurgerTime</i>	Mattel Electronics	M Network	1982	Action	licensed by Data East USA
<i>Burning Desire</i>		<u>PlayAround</u>	1983	Adult, Action	Released as a 2-in-1 cart with <i>Bachelorette Party</i>
<i>Busy Police</i>		<u>Zellers</u>	1983		unlicensed reproduction of <i>Keystone Kapers</i> ^[11]
<i>Cakewalk</i>	<u>CommaVid</u>	<u>CommaVid</u>	June 1983	Action	
<i>California Games</i>	<u>Epyx</u>	<u>Epyx</u>	June 1988	Sports	
<i>Carnival</i>	Woodside Design Associates	<u>Coleco</u>	November 1982	Action	
<i>Cathouse Blues</i>		<u>PlayAround</u>	1982	Adult	
<i>Challenge</i>		Funvision			Released in NTSC format

					by Zellers
<i>Challenge of Nexar</i>	<u>Sirius Software</u>	<u>Spectravision</u>	November 1982	Action	
<i>Chase the Chuck Wagon</i>	TMQ Software	<u>Spectravision</u>	October 1983	Action	
<i>Checkers</i>	<u>Activision</u> (Alan Miller)	<u>Activision</u>	August 1980	Strategy	
<i>China Syndrome</i>	<u>Spectravision</u>	<u>Spectravision</u>	September 1982	Action	
<i>Chopper Command</i>	<u>Activision</u> (Bob Whitehead)	<u>Activision</u>	May 1982	Action	
<i>Chuck Norris Superkicks/Ghost Manor</i>	<u>Xonox</u>	<u>Xonox</u>	1983	Action	double-ended cartridge
<i>Chuck Norris Superkicks/Spike's Peak</i>	<u>Xonox</u>	<u>Xonox</u>	1983	Action	double-ended cartridge
<i>Chuck Norris Superkicks</i>	<u>Xonox</u>	<u>Xonox</u>	1983	Action	
<i>Coconuts</i>	<u>Telesys</u>	<u>Telesys</u>	October 1982	Action	
<i>Color Bar Generator</i>	Videosoft	Videosoft	December 1983		
<i>Commando</i>	<u>Imagineering</u>	<u>Activision</u>	June 1988	Action	licensed by Data East USA
<i>Commando Raid</i>	James Wickstead Design Associates	<u>U.S. Games</u>	October 1982	Action	
<i>Communist Mutants from Space</i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	August 1982	Action	
<i>Condor Attack</i>		Ultravision	November 1982		
<i>Confrontation</i>	Answer Software	Answer Software	1983	Strategy	Only originally available directly from Answer Software for a short time.
<i>Congo Bongo</i>	<u>Sega</u>	<u>Sega</u>	December 1983	Action	
<i>Cosmic Ark</i>	<u>Imagic</u> (Rob Fulop)	<u>Imagic</u>	August 1982	Action	

<i>Cosmic Commuter</i>	<u>Activision</u>	<u>Activision</u>	August 1985	Action	
<i>Cosmic Corridor</i>		<u>Zimag</u>	February 1983		NTSC release of Bit Corporation's <i>Space Tunnel</i>
<i>Cosmic Creeps</i>	<u>Telesys</u>	<u>Telesys</u>	November 1982	Action	
<i>Cosmic Free Fire</i>		Action Hi-Tech			PAL-format ^[12]
<i>Cosmic Swarm</i>	<u>CommaVid</u>	<u>CommaVid</u>	May 1982	Action	
<i>Crab Control</i>		Action Hi-Tech			PAL-format ^[12]
<i>Crackpots</i>	<u>Activision</u>	<u>Activision</u>	July 1983	Action	
<i>Crash Dive</i>	<u>20th Century Fox</u>	<u>20th Century Fox</u>	September 1983	Action	
<i>Creature Strike</i>		<u>Home Entertainment Suppliers</u>	1992	Shooter	Released as part of a "2 PAK SPECIAL" ^[13]
<i>Cross Force</i>	<u>Spectravision</u>	<u>Spectravision</u>	September 1982	Action	
<i>Cruise Missile</i>		Froggo	1987		Same game as <i>Exocet</i> released by Panda
<i>Crypts of Chaos</i>	<u>20th Century Fox</u>	<u>20th Century Fox</u>	February 1983	Adventure, Role-Playing (RPG)	
<i>Cubicolor</i>	<u>Rob Fulop</u>		December 1986	Strategy	
<i>Custer's Revenge</i>	<u>Mystique</u>	<u>Mystique</u>	November 1982	Adult, Western	Originally marketed under the "Swedish Erotica" series. Withdrawn in the state of Oklahoma. ^[14]
<i>Dancing Plate</i>		<u>Bit Corporation</u>	1982		PAL release
<i>Dark Cavern</i>	APh Technological Consulting	<u>M Network</u>	November 1982		conversion of Intellivision <i>Night Stalker</i>
<i>Deadly Discs</i>	APh Technological Consulting	<u>Telegames</u>	1983	Action	reissue of M Network's <i>Tron: Deadly Discs</i>

<i><u>Deadly Duck</u></i>	<u>Sirius Software</u>	<u>20th Century Fox</u>	September 1982	Action	
<i>Death Trap</i>	<u>Avalon Hill</u>	<u>Avalon Hill</u>	July 1983	Action, Strategy	
<i>Demolition Herby</i>	<u>Telesys</u>	<u>Telesys</u>	January 1983	Action	
<i><u>Demon Attack</u></i>	<u>Imagic (Rob Fulop)</u>	<u>Imagic</u>	April 1982	Fixed shooter	
<i>Dice Puzzle</i>		<u>Panda</u>	January 1984		
<i><u>Dishaster</u></i>	<u>Zimag</u>	<u>Zimag</u>	February 1983	Action	Zimag's NTSC release of Bit Corporation's <i>Dancing Plate</i>
<i><u>Dolphin</u></i>	<u>Activision</u>	<u>Activision</u>	May 1983	Action	
<i><u>Donkey Kong</u></i>	Imaginative Systems Software	<u>Coleco</u>	July 1982	Action	licensed by Nintendo Co., Ltd; reissued by Atari in 1988 (CX-26143)
<i><u>Donkey Kong Junior</u></i>	Woodside Design Associates	<u>Coleco</u>	September 1983	Action	licensed by Nintendo Co., Ltd; reissued by Atari in 1988 (CX-26144)
<i><u>Double Dragon</u></i>	<u>Imagineering</u>	<u>Activision</u>	Q4 1989	Action	licensed by Technōs Japan
<i>Dragon Treasure</i>		<u>Zellers</u>	1981		unlicensed reproduction of <i>Dragonfire</i> ^[11]
<i><u>Dragonfire</u></i>	<u>Imagic (Bob Smith)</u>	<u>Imagic</u>	December 1982	Action	
<i><u>Dragonstomper</u></i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	October 1982	Role-Playing (RPG)	
<i><u>Dragster</u></i>	<u>Activision</u> (David Crane)	<u>Activision</u>	August 1980	Racing / Driving	
<i>Dungeon Master</i>		<u>Home Entertainment Suppliers</u>	1992	Action, Adventure	Released as part of a "2 pak special" ^[13]
<i>Earth Dies Screaming</i>	<u>Sirius Software</u>	<u>20th Century Fox</u>	June 1983	Action	
<i>Earth Attack</i>		<u>Zellers</u>	1983		unlicensed reproduction of

					<i>Defender</i> ^[11]
<i>Eddy Langfinger, der Museumsdieb</i>		Quelle	1983	Action	PAL release
<i>Eggomania</i>	James Wickstead Design Associates	<u>U.S. Games</u>	January 1983	Action	
<i>Eli's Ladder</i>	Simage	Simage	August 1984	Educational	
<i>Encounter at L-5</i>	<u>Data Age</u>	<u>Data Age</u>	October 1982	Action	
<i>Enduro</i>	<u>Activision</u>	<u>Activision</u>	May 1983	Racing / Driving	
<i>Entombed</i>	Western Technologies	<u>U.S. Games</u>	March 1983	Action, Strategy	Researchers going through the game code in the 2010s have been unable to figure out how the game's maze-generating algorithm managed to consistently generate playable mazes. The original coder says he got it from another programmer who wrote it while drunk.
<i>Escape from the Mindmaster</i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	October 1982	Adventure	
<i>Espial</i>	Orca Corporation	<u>Tigervision</u>	May 1984	Action	
<i>Exocet</i>	Panda	Panda	January 1984	Action	Same game as <i>Cruise Missile</i> released by Froggo
<i>Exocet Missile</i>		John Sands			PAL release
<i>Extra Terrestrials</i>	Herman Quast	Skill Screen Games	Q1 1984	Action	Only 5 copies are known to exist

<i>Fantastic Voyage</i>	<u>Sirius Software</u>	<u>20th Century Fox</u>	December 1982	Action	
<i>Farmer Dan</i>		<u>Zellers</u>			unlicensed reproduction of <i>Gopher</i> ^[11]
<i>Fast Eddie</i>	<u>Sirius Software</u>	<u>20th Century Fox</u>	September 1982	Action	
<i>Fast Food</i>	<u>Telesys</u>	<u>Telesys</u>	October 1982	Action	
<i>Fathom</i>	<u>Imagic (Rob Fulop)</u>	<u>Imagic</u>	August 1983	Action	
<i>Fighter Pilot</i>		<u>Activision</u>			PAL release of <i>Tomcat: The F-14 Fighter Simulator</i>
<i>Final Approach</i>	<u>Apollo</u>	<u>Apollo</u>	September 1982	Simulation, Strategy	
<i>Fireball</i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	August 1982	Action	
<i>Fire Fighter</i>	<u>Imagic (Brad Stewart)</u>	<u>Imagic</u>	September 1982	Action	
<i>Fire Fly</i>	<u>Mythicon</u>	<u>Mythicon</u>	September 1983	Action	
<i>Fisher Price</i>		<u>CCE</u>	1983		Same game as <i>Aquatak</i> , <i>Sea Hunt</i> and <i>Scuba Diver</i>
<i>Fishing Derby</i>	<u>Activision (David Crane)</u>	<u>Activision</u>	August 1980	Action, Sports	
<i>Flash Gordon</i>	<u>Sirius Software</u>	<u>20th Century Fox</u>	May 1983	Action	
<i>Frankenstein's Monster</i>	<u>Data Age</u>	<u>Data Age</u>	March 1983	Action	
<i>Freeway</i>	<u>Activision (David Crane)</u>	<u>Activision</u>	July 1981	Action	
<i>Frogger</i>	<u>APh Technological Consulting</u>	<u>Parker Brothers</u>	July 1982	Action	
<i>Frogs and Flies</i>	<u>APh Technological Consulting</u>	<u>M Network</u>	October 1982	Action	conversion of Intellivision <i>Frog Bog</i>
<i>The Official Frogger</i> (cassette)	<u>Starpath</u>		September 1983	Action	

<i><u>Frogger II: ThreeeDeep!</u></i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	October 1984	Action	
<i><u>Front Line</u></i>	Individeo	<u>Coleco</u>	March 1984	Action	licensed by Taito
<i><u>Frostbite</u></i>	<u>Activision</u>	<u>Activision</u>	October 1983	Action	
<i><u>Gamma-Attack</u></i>	Gammation	Gammation	December 1982	Action	Only one copy known to exist. It was listed on eBay for \$500,000 but never sold.
<i><u>Gangster Alley</u></i>	<u>Spectravision</u>	<u>Spectravision</u>	July 1982	Action	
<i><u>Gas Hog</u></i>	<u>Spectravision</u>	<u>Spectravision</u>	1983	Action	
<i><u>Gauntlet</u></i>	Answer Software	Answer Software	Q3 1983	Action	
<i><u>General Retreat</u></i>	<u>PlayAround</u>	<u>PlayAround</u>	1983	Adult, Western	Gender-swapped version of <i>Custer's Revenge</i> , which never appeared in the US markets. PAL-only.
<i><u>Ghostbusters</u></i>	<u>Activision</u> (David Crane)	<u>Activision</u>	August 1985	Action	
<i><u>Ghostbusters II</u></i>	<u>Activision</u>	Salu Ltd	1990	Action	PAL-only
<i><u>Ghost Manor/Spike's Peak</u></i>	<u>Xonox</u>	<u>Xonox</u>	September 1983	Action	double-ended cartridge
<i><u>Ghost Manor</u></i>	<u>Xonox</u>	<u>Xonox</u>	1983	Action	
<i><u>G.I. Joe: Cobra Strike</u></i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	February 1983	Action	
<i><u>Gigolo</u></i>		<u>PlayAround</u>	1982	Adult	Released as a 2-in-1 cart with <i>Bachelor Party</i>
<i><u>Glacier Patrol</u></i>	VSS	<u>Telegames</u>	September 1989	Action	
<i><u>Glib</u></i>	Qualtronic Devices	<u>Selchow and Righter</u>	September 1983	Strategy	
<i><u>Gopher</u></i>	James Wickstead	<u>U.S. Games</u>	January 1983	Action	

	Design Associates				
<u>Gorf</u>	Roklan Corporation	<u>CBS Electronics</u>	December 1982	Action	licensed by Bally Midway
<u>Grand Prix</u>	<u>Activision</u> (David Crane)	<u>Activision</u>	March 1982	Racing / Driving	
<u>Great Escape</u>	Bomb	Bomb	1983	Action	
<u>Guardian</u>	<u>Apollo</u>	<u>Apollo</u>	December 1982	Action	
<u>GyruSS</u>	Roklan Corporation	<u>Parker Brothers</u>	June 1984	Action	licensed by Konami
<u>Halloween</u>	VSS	<u>Wizard Video</u>	September 1983	Action	
<u>Harbor Escape</u>		Panda	1983		
<u>H.E.R.O.</u>	<u>Activision</u>	<u>Activision</u>	March 1984	Action	
<u>I Want My Mommy</u>	Zimag	Zimag	February 1983	Action	NTSC release of Bit Corporation's <i>Open Sesame</i>
<u>Ice Hockey</u>	<u>Activision</u> (Alan Miller)	<u>Activision</u>	December 1981	Action, Sports	
<u>Inca Gold</u>		<u>Zellers</u>	1982		Zeller's NTSC release of Funvision's <i>Inca Gold</i>
<u>Infiltrate</u>	<u>Apollo</u>	<u>Apollo</u>	September 1982	Action, Strategy	
<u>International Soccer</u>	APh Technological Consulting	<u>M Network</u>	November 1982	Sports	
<u>James Bond 007</u>	On Time Software	<u>Parker Brothers</u>	May 1984	Action	
<u>Jawbreaker</u>	On-Line Systems	<u>Tigervision</u>	August 1982	Action	
<u>Journey Escape</u>	<u>Data Age</u>	<u>Data Age</u>	January 1983	Action	
<u>Jungle Fever</u>	<u>PlayAround</u>	<u>PlayAround</u>	1982	Adult, Action	Released as a 2-in-1 cart with <i>Knight on the Town</i>
<u>Kaboom!</u>	<u>Activision</u> (Larry Kaplan, David Crane)	<u>Activision</u>	July 1981	Action	

<i><u>Karate</u></i>	Ultravision	Ultravision	November 1982	Action	
<i><u>Keystone Kapers</u></i>	Activision	Activision	May 1983	Action	
<i>Killer Satellites</i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	March 1983	Action	
<i><u>King Kong</u></i>	Software Electronics	<u>Tigervision</u>	August 1982	Action	
<i>Knight on the Town</i>		<u>PlayAround</u>	1982	Adult, Action	Released as a 2-in-1 cart with <i>Jungle Fever</i>
<i><u>Kool-Aid Man</u></i>	Mattel Electronics	<u>M Network</u>	September 1983	Action	
<i><u>Kung-Fu Master</u></i>	<u>Imagineering</u>	<u>Activision</u>	September 1987	Action	licensed by Data East USA
<i>Lady in Wading</i>	<u>PlayAround</u>	<u>PlayAround</u>	1982	Adult, Action	Released as a 2-in-1 cart with <i>Beat 'Em & Eat 'Em</i>
<i><u>Laser Blast</u></i>	<u>Activision</u> (David Crane)	<u>Activision</u>	March 1981	Action	
<i>Laser Gates</i>	<u>Imagic</u> , VentureVision	<u>Imagic</u>	October 1983	Action	
<i>Laser Volley</i>		<u>Zellers</u>	1983		unlicensed reproduction of <i>Laser Gates</i> ^[11]
<i>Lochjaw</i>	<u>Apollo</u>	<u>Apollo</u>	June 1982	Action	Later released by Apollo as <i>Shark Attack</i>
<i><u>Lock 'n' Chase</u></i>	APh Technological Consulting	<u>M Network</u>	October 1982	Action	licensed by Data East USA.
<i>London Blitz</i>	<u>Avalon Hill</u>	<u>Avalon Hill</u>	June 1983	Strategy	
<i><u>Lost Luggage</u></i>	<u>Apollo</u>	<u>Apollo</u>	June 1982	Action	
<i>M.A.D.</i>	Western Technologies	<u>U.S. Games</u>	February 1983	Action	
<i>MagiCard</i>	<u>CommaVid</u>	<u>CommaVid</u>	May 1981		
<i>Malagai</i>		Answer Software	Q3 1983	Action	
<i><u>Mangia</u></i>	<u>Spectravision</u>	<u>Spectravision</u>	Q1 1983	Action	
<i>Marauder</i>	On-Line Systems	<u>Tigervision</u>	October 1982		

<i>Marine Wars</i>	Digivision	<u>Konami</u>	1983	Action	PAL version released by <u>Gakken</u> .
<i>M*A*S*H</i>	<u>20th Century Fox</u>	<u>20th Century Fox</u>	April 1983	Action	
<i>Master Builder</i>	<u>Spectravision</u>	<u>Spectravision</u>	Q1 1983	Action	
<i><u>Masters of the Universe: The Power of He-Man</u></i>	Mattel Electronics	<u>M Network</u>	December 1983	Action	
<i>MegaBoy</i>		Dynacom	1990	Educational	The cartridge, the only known 64k Atari 2600 game, came with a Brazilian portable console also called Megaboy. ^[15]
<i>Mega Force</i>	<u>20th Century Fox</u>	<u>20th Century Fox</u>	December 1982	Action	
<i><u>Megamania</u></i>	<u>Activision</u>	<u>Activision</u>	September 1982	Action	
<i><u>Miner 2049er</u></i>	Big Five Software	<u>Tigervision</u>	May 1983	Action	
<i>Miner 2049er II</i>	Big Five Software	<u>Tigervision</u>	December 1983	Action	
<i><u>Mines of Minos</u></i>	<u>CommaVid</u>	<u>CommaVid</u>	October 1982	Action	
<i>Missile Control</i>		Video Gems	1983	Action	PAL-format ^[16]
<i>Mission 3000 A.D.</i>	<u>Bit Corporation</u>	<u>Bit Corporation</u>	1983	Action	
<i>Mission Survive</i>		Video Gems	1983	Action	PAL-format ^[16]
<i>Mogul Maniac</i>	Video Soft	<u>Amiga</u>	August 1983	Action, Simulation, Sports	
<i><u>Montezuma's Revenge: Starring Panama Joe</u></i>	James Wickstead Design Associates	<u>Parker Brothers</u>	October 1984	Action	
<i>Moonsweeper</i>	<u>Imagic</u> (Bob Smith)	<u>Imagic</u>	July 1983	Action	
<i>Motocross</i>		Quelle	1983	Racing / Driving,	

				Sports	
<i>Motocross Racer</i>	<u>Xonox</u>	<u>Xonox</u>	October 1984	Racing / Driving	
<i>Mountain King</i>	VSS	<u>CBS Electronics</u>	December 1983	Action	
<i>Mouse Trap</i>	James Wickstead Design Associates	<u>Coleco</u>	October 1982	Action	licensed by <u>Exidy</u> ; reissued by Atari in 1988 (CX-26146)
<i>Mr. Do!</i>	Individeo	<u>Coleco</u>	September 1983	Action	licensed by Universal Co., Ltd.
<i>Mr. Do's Castle</i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	December 1984	Action	licensed by Universal Co., Ltd.
<i>Mr. Postman</i>		<u>Bit Corporation</u>	1983		
<i>The Music Machine</i>	Christian Software Development	Sparrow, HomeComputer Software	December 1983	Action, Educational	
<i>My Golf</i>	<u>Imagineering (company)</u>	<u>HES</u>	1990		PAL-only
<i>Name This Game</i>	James Wickstead Design Associates	<u>U.S. Games</u>	January 1983	Action	
<i>Nightmare</i>		Sancho / Tang's Electronic Co.	1983	Action	Panda released this game as <i>Stunt Man</i>
<i>Night Stalker</i>	<u>M Network</u>	<u>Telegames</u>	1989	Action	PAL release of <i>Dark Cavern</i>
<i>No Escape!</i>	<u>Imagic</u>	<u>Imagic</u>	April 1983	Action	
<i>Nuts</i>		Technovision	1983		PAL-only
<i>Ocean City Defender</i>		<u>Zellers</u>			unlicensed reproduction of <i>Atlantis</i> ^[11]
<i>Off Your Rocker</i>	<u>Amiga</u>	<u>Amiga</u>	1983	Action	
<i>Oink!</i>	<u>Activision</u> (Mike Lorenzen)	<u>Activision</u>	April 1983	Action	
<i>Omega Race</i>	<u>CBS Electronics</u>	<u>CBS Electronics</u>	December 1983	Action	licensed by Bally Midway

<i>Open Sesame</i>	<u>Bit Corporation</u>	<u>Bit Corporation</u>	1983	Action	PAL release
<i>Out of Control</i>	<u>Avalon Hill</u>	<u>Avalon Hill</u>	March 1984	Action, Racing / Driving	
<i>Pac-Kong</i>		Funvision	1983	Action	A later PAL release of Funvision's <i>Inca Gold</i>
<i>Panda Chase</i>		<u>Home Vision</u>	1983		PAL-only
<i><u>Parachute</u></i>	Gem International Corporation	<u>Home Vision</u>	1983	Action	PAL-only
<i>Paris Attack</i>	unknown	Starsoft	1982	Action / Shooter	PAL-only
<i><u>Party Mix</u></i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	October 1983	Action, Racing / Driving	
<i><u>Pete Rose Baseball</u></i>	<u>Imagineering</u>	<u>Absolute Entertainment</u>	February 1989	Sports	
<i>Phantom Tank</i>		<u>Bit Corporation</u>	1983		PAL release
<i>Phantom-Panzer</i>		Quelle	1983	Action	Quelle's PAL release of Bit Corporation's <i>Phantom Tank</i>
<i><u>Phaser Patrol</u></i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	August 1982	Action	
<i><u>Philly Flasher</u></i>	Mystique, PlayAround	<u>Mystique</u>	1982	Adult, Action	Released as a 2-in-1 cart with <i>Cathouse Blues</i>
<i>Pick 'n Pile</i>	<u>Ubisoft</u>	Salu Ltd	1990	Strategy	PAL-only
<i>Picnic</i>	Western Technologies	<u>U.S. Games</u>	January 1983	Action	
<i>Piece o' Cake</i>	Western Technologies	<u>U.S. Games</u>	March 1983	Action	
<i>Pinball</i>		<u>Zellers</u>		Pinball	unlicensed reproduction of <i><u>Video Pinball</u></i> ^[11]
<i>Piraten-Schiff</i>		<u>Spectravision</u>			PAL release of

					<i>Gas Hog</i>
<i><u>Pitfall!</u></i>	<u>Activision</u> (David Crane)	<u>Activision</u>	August 1982	Action	
<i><u>Pitfall II: Lost Caverns</u></i>	<u>Activision</u> (David Crane)	<u>Activision</u>	March 1984	Action	
<i><u>Planet Patrol</u></i>	<u>Spectravision</u>	<u>Spectravision</u>	July 1982	Action	
<i><u>Planeten Patrouille</u></i>		<u>Spectravision</u>			PAL release of <i>Planet Patrol</i>
<i><u>Plaque Attack</u></i>	<u>Activision</u>	<u>Activision</u>	May 1983	Action	
<i><u>Polaris</u></i>	<u>Tigervision</u>	Tigervision	April 1983	Action	licensed by Taito
<i><u>Pooyan</u></i>	<u>Konami</u>	<u>Konami</u>	1983	Action	PAL version released by <u>Gakken</u> .
<i><u>Popeye</u></i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	September 1983	Action	licensed by Nintendo
<i><u>Porky's</u></i>	Dunhill Electronic Media, Lazer Microsystems	<u>20th Century Fox</u>	July 1983	Adventure	
<i><u>Pressure Cooker</u></i>	<u>Activision</u>	<u>Activision</u>	October 1983	Action	
<i><u>Private Eye</u></i>	<u>Activision</u> (Bob Whitehead)	<u>Activision</u>	March 1984	Action	
<i><u>Pyramid War</u></i>		S.S.	1983		PAL release
<i><u>Q*bert</u></i>	James Wickstead Design Associates	<u>Parker Brothers</u>	July 1983	Action	Reissued by Atari in 1988 (CX-26150)
<i><u>Q*bert's Qubes</u></i>	Mylstar Electronics	<u>Parker Brothers</u>	December 1984	Action	
<i><u>Quest for Quintana Roo</u></i>	VSS	<u>Sunrise</u>	1983	Action, Adventure	
<i><u>Quick Step</u></i>	<u>Imagic</u>	<u>Imagic</u>	September 1983	Action	
<i><u>Rabbit Transit</u></i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	July 1983	Action	
<i><u>Racquetball</u></i>	<u>Apollo</u>	<u>Apollo</u>	June 1982	Action, Sports	
<i><u>Radar</u></i>		<u>Zellers</u>	1983		unlicensed reproduction of

					<i>Cruise Missile</i> ^[11]
<i>Raft Rider</i>	Western Technologies	<u>U.S. Games</u>	1983	Action	
<i>Ram It</i>	<u>Telesys</u>	<u>Telesys</u>	January 1983	Action	
<i>Rampage</i>	Bob Polaro	<u>Activision</u>	May 1989	Action	licensed by Bally Midway.
<i>Reactor</i>	D. Gottlieb & Co.	<u>Parker Brothers</u>	February 1983	Action	
<i>Red Sea Crossing</i>	Steve Schustack	Inspirational Video Concepts	October 1983		Only available through mail order from a magazine. 100 copies were apparently produced but only 2 have been found. ^[17]
<i>Rescue Terra 1</i>	VentureVision	VentureVision	December 1982	Action	
<i>Revenge of the Beefsteak Tomatoes</i>	20th Century Fox	<u>20th Century Fox</u>	February 1983	Action	
<i>Riddle of the Sphinx</i>	<u>Imagic</u> (Bob Smith)	<u>Imagic</u>	September 1982	Action, Adventure	
<i>River Patrol</i>	Orca Corporation	<u>Tigervision</u>	May 1984	Action	
<i>River Raid</i>	<u>Activision</u> (Carol Shaw)	<u>Activision</u>	December 1982	Action	
<i>River Raid II</i>	<u>Imagineering</u>	<u>Activision</u>	November 1988	Action	
<i>Robin Hood/Sir Lancelot - The Joust</i>	Computer Magic, Ltd.	<u>Xonox</u>	Q2 1984	Action	double-ended cartridge
<i>Robin Hood</i>	<u>Xonox</u>	<u>Xonox</u>	1983	Action	
<i>Robot Commando Raid</i>		VidTec	1982		
<i>Robot Tank</i>	<u>Activision</u> (Alan Miller)	<u>Activision</u>	June 1983	Action	
<i>Roc'n Rope</i>	<u>Coleco</u>	<u>Coleco</u>	June 1984	Action	licensed by <u>Konami</u>
<i>Room of Doom</i>	<u>CommaVid</u>	<u>CommaVid</u>	October 1982	Action	
<i>Save Our Ship</i>		Technovision	1983		PAL release

<i>Scuba Diver</i>		Panda	January 1984		
<i>Sea Hawk</i>	Froggo	Froggo	1988	Action	
<i>Seahawk</i>		Sancho (Tang's Electronic Co.)	January 1984	Action	
<i>Seamonster</i>		Puzzy / Bit Corporation	1982	Action	
<i>Sequest</i>	Activision	Activision	February 1983	Action	
<i>Sea Hunt</i>	Froggo	Froggo	1987	Action	Froggo's release of Panda's <i>Scuba Diver</i>
<i>Shark Attack</i>		Apollo	August 1982		A re-release of <i>Lochjaw</i> , which has subtle differences
<i>Shootin' Gallery</i>	Imagic	Imagic	March 1983	Action	
<i>Shuttle Orbiter</i>	Avalon Hill	Avalon Hill	March 1984	Action, Simulation	
<i>Sir Lancelot</i>	Xonox	Xonox	1983	Action	
<i>Skate Boardin': A Radical Adventure</i>	Imagineering	Absolute Entertainment	January 1988	Action, Sports	
<i>Skeet Shoot</i>	Apollo	Apollo	December 7, 1981	Action	
<i>Skiing</i>	Activision (Bob Whitehead)	Activision	December 1980	Sports	
<i>Sky Jinks</i>	Activision (Bob Whitehead)	Activision	November 1982	Racing / Driving	
<i>Sky Skipper</i>	Parker Brothers	Parker Brothers	April 1983	Action	
<i>Smurf: Rescue in Gargamel's Castle</i>	James Wickstead Design Associates	Coleco	April 1983	Action	
<i>The Smurfs Save the Day</i> ^[18]		Coleco	November 1983	Action	Kid Vid Voice Module required to function
<i>Snail Against Squirrel</i>		Bit Corporation	1983	Action	PAL release. Released in NTSC format as <i>Squirrel</i>

<i>Sneak 'N Peek</i>	James Wickstead Design Associates	<u>U.S. Games</u>	August 1982	Simulation	
<i><u>Solar Fox</u></i>	<u>CBS Electronics</u>	<u>CBS Electronics</u>	July 1983	Action	licensed by Bally Midway
<i>Solar Storm</i>	<u>Imagic</u>	<u>Imagic</u>	June 1983	Action	
<i>Sorcerer</i>	Mythicon	Mythicon	September 1983	Action	
<i>Space Adventure</i>		<u>Zellers</u>	1981		Zellers' release of 20th Century Fox's <i>Flash Gordon</i>
<i>Space Attack</i>	APh Technological Consulting	<u>M Network</u>	July 1982	Action	
<i>Space Canyon</i>	<u>Apollo</u>	Panda	1983	Action	Panda's release of Apollo's <i>Space Cavern</i>
<i><u>Space Cavern</u></i>	<u>Apollo</u>	<u>Apollo</u>	June 1982	Action	
<i><u>Spacechase</u></i>	<u>Apollo</u>	<u>Apollo</u>	January 1982	Action	
<i>Space Grid</i>		Action Hi-Tech			PAL-format ^[12]
<i><u>Space Jockey</u></i>	James Wickstead Design Associates	<u>U.S. Games</u>	March 1982	Action	
<i>Spacemaster X-7</i>	<u>Sirius Software</u>	<u>20th Century Fox</u>	June 1983	Action, Strategy	
<i><u>Space Shuttle: A Journey into Space</u></i>	<u>Activision</u>	<u>Activision</u>	November 1983	Simulation	
<i><u>Spiderdroid</u></i>	Froggo	Froggo	1987	Action	Froggo's release of Parker Brothers' <i>Amidar</i>
<i><u>Spider Fighter</u></i>	<u>Activision</u>	<u>Activision</u>	January 1983	Action	
<i><u>Spider-Man</u></i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	November 1982	Action	
<i>Spider Maze</i>		<u>K-Tel Vision</u>	1982		K-Tel Vision's NTSC release

					of Funvision's <i>Inca Gold</i>
<i>Spike's Peak</i>	<u>Xonox</u>	<u>Xonox</u>	1983	Action	
<i>Spitfire Attack</i>	<u>Milton Bradley</u>	<u>Milton Bradley</u>	1983	Action	
<i>Springer</i>	Orca Corporation	<u>Tigervision</u>	October 1983	Action	
<i>Spy Hunter</i>	<u>Sega</u>	<u>Sega</u>	October 1984	Action, Racing / Driving	licensed by Bally Midway
<i>Squeeze Box</i>	James Wickstead Design Associates	<u>U.S. Games</u>	January 1983	Action	
<i>Sssnake</i>	<u>Data Age</u>	<u>Data Age</u>	October 1982	Action	
<i>Stampede</i>	<u>Activision</u> (Bob Whitehead)	<u>Activision</u>	December 1981	Action	
<i>Star Fox</i>	Mythicon	Mythicon	September 1983	Action	
<i>Stargunner</i>	<u>Telesys</u>	<u>Telesys</u>	January 1983	Action	
<i>Starmaster</i>	<u>Activision</u> (Alan Miller)	<u>Activision</u>	June 1982	Action	
<i>Star Strike</i>	Mattel Electronics	<u>M Network</u>	June 1983	Action	conversion of Intellivision <i>Star Strike</i>
<i>Star Trek: Strategic Operations Simulator</i>	<u>Sega</u>	<u>Sega</u>	October 1983	Action	
<i>Star Voyager</i>	Imagic (Bob Smith)	<u>Imagic</u>	April 1982	Action	
<i>Star Wars: The Arcade Game</i>	James Wickstead Design Associates	<u>Parker Brothers</u>	July 1984	Action	
<i>Star Wars: Jedi Arena</i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	February 1983	Action	
<i>Star Wars Return of the Jedi: Death Star Battle</i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	October 1983	Action	
<i>Star Wars: The Empire Strikes</i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	June 1982	Action	

<i>Back</i>					
<i>Steeplechase</i>		Video Gems	1983	Action, Sports	PAL-format ^[16]
<i>Strategy X</i>	<u>Konami</u>	<u>Konami</u>	1983	Action	PAL version released by <u>Gakken</u> .
<i>Strawberry Shortcake: Musical Match-ups</i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	April 1983	Strategy	
<i>Stronghold</i>	<u>CommaVid</u>	<u>CommaVid</u>	July 1983	Action	
<i>Stunt Man</i>		Panda	January 1984	Action	Panda's NTSC release of Sancho's <i>Nightmare</i>
<i>Sub-Scan</i>	<u>Sega</u>	<u>Sega</u>	March 1983	Strategy	Sega's release of its <i>Deep Scan</i> arcade game
<i>Subterranea</i>	<u>Imagic</u>	<u>Imagic</u>	December 1983	Action	
<i>Suicide Mission</i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	August 1982	Action	
<i>Summer Games</i>	<u>Epyx</u>	<u>Epyx</u>	October 1987	Action, Sports	
<i>Super Baumeister</i>		<u>Spectravision</u>	1983	Arcade	PAL release of <i>Master Builder</i>
<i>Super Challenge Baseball</i>	APh Technological Consulting	<u>M Network</u>	July 1982	Sports	reissued by <u>Telegames</u> in 1988
<i>Super Challenge Football</i>	APh Technological Consulting	<u>M Network</u>	July 1982	Sports	reissued by <u>Telegames</u> in 1988
<i>Super Cobra</i>	Roklan Corporation	<u>Parker Brothers</u>	September 1983	Action	licensed by <u>Konami</u>
<i>Surfer's Paradise: But Danger Below!</i>		Video Gems	1983	Action, Sports	PAL-format ^[16]
<i>Survival Island</i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	November 1983	Adventure	
<i>Survival Run</i>	Renaissance Technology	<u>Milton Bradley</u>	1983	Action	
<i>Sword of Saros</i> (cassette)	<u>Starpath</u>	<u>Starpath</u>	November 1983	Adventure, RPG	

<u>Tac-Scan</u>	Sega	Sega	March 1983	Action	
<i>Tank Brigade</i>		Panda	1983		Panda's NTSC release of Bit Corporation's <i>Phantom Tank</i>
<i>Tank City</i>		Action Hi-Tech			PAL release of Sega's <i>Thunderground</i>
<i>Tanks But No Tanks</i>		Zimag	February 1983		Zimag's NTSC release of Bit Corporation's <i>Phantom Tank</i>
<i>Tapeworm</i>	Spectravision	Spectravision	September 1982	Action	
<u>Tapper</u>	Beck-Tech	Sega	October 1984	Action	
<i>Task Force</i>		Froggo	1988		Froggo's release of Spectravision's <i>Gangster Alley</i>
<u>Tax Avoiders</u>	Dunhill Electronics	American Videogame	December 1986	Action	
<u>Tennis</u>	Activision (Alan Miller)	Activision	March 1981	Sports	
<u>The Texas Chainsaw Massacre</u>	VSS	Wizard Video	September 1983	Action	
<u>Threshold</u>	On-Line Systems	Tigervision	August 1982	Fixed shooter	
<u>Thunderground</u>	Sega	Sega	September 1983	Action	
<u>Time Pilot</u>	Coleco	Coleco	October 1983	Action	licensed by Konami
<i>Time Warp</i>		Zellers	1983		Zellers' NTSC release of Funvision's <i>Time Warp</i>
<i>Title Match Pro Wrestling</i>	Imagineering	Absolute Entertainment	October 1987	Sports	
<i>Tomarc the Barbarian</i>	Xonox	Xonox	Q2 1984	Action	
<i>Tomcat: The F-14 Fighter Simulator</i> AKA Dan Kitchen's	Imagineering (Dan Kitchen)	Absolute Entertainment	February 1989	Action, Simulation	

<i>Tomcat: The F-14 Fighter Simulator</i>					
<i><u>Tooth Protectors</u></i>	DSD	Camelot	August 1983	Action	Was only available via mail order from <u>Johnson & Johnson</u>
<i><u>Towering Inferno</u></i>	Western Technologies	<u>U.S. Games</u>	October 1982	Action	
<i>Treasure Below</i>		Video Gems	1983	Action	PAL-format ^[16]
<i>Trick Shot</i>	<u>Imagic</u>	<u>Imagic</u>	April 1982	Sports	
<i><u>Tron: Deadly Discs</u></i>	APh Technological Consulting	<u>M Network</u>	January 1983	Action	conversion of Intellivision <i><u>Tron: Deadly Discs</u></i>
<i><u>Tunnel Runner</u></i>	<u>CBS Electronics</u>	<u>CBS Electronics</u>	December 1983	Action	
<i>Turmoil</i>	<u>Sirius Software</u>	<u>20th Century Fox</u>	November 1982	Action	
<i><u>Tutankham</u></i>	<u>Parker Brothers</u>	<u>Parker Brothers</u>	June 1983	Action	licensed by <u>Konami</u>
<i>Universal Chaos</i>		<u>Telegames</u>	Q4 1989	Action	
<i><u>Up'n Down</u></i>	<u>Sega</u>	<u>Sega</u>	October 1984	Action, Racing / Driving	
<i><u>Venetian Blinds</u></i>	<u>Activision</u>	<u>Activision</u>	1982/2003	Simulation	Developed in 1982, released publicly in 2003
<i><u>Venture</u></i>	<u>Coleco</u>	<u>Coleco</u>	September 1982	Action	licensed by <u>Exidy</u> ; reissued by Atari in 1988 (CX-26145)
<i>Video Jogger</i>	Exus Corporation	Exus Corporation	1983	Action	
<i><u>Video Life</u></i>	<u>CommaVid</u>	<u>CommaVid</u>	June 1984	Life Simulation	
<i>Video Reflex</i>	Exus Corporation	Exus Corporation	1983	Action	
<i>Vulture Attack</i>		<u>K-Tel Vision</u>	1982		K-Tel Vision's release of Ultravision's

					<i>Condor Attack</i> game program
<u>Wabbit</u>	<u>Apollo</u>	<u>Apollo</u>	October 1982	Action	
<u>Wall Ball</u>		<u>Avalon Hill</u>	June 1983		
<u>Wall-Defender</u>	Bomb	Bomb	Q4 1983	Action	
<i>War Zone</i>		Action Hi-Tech			PAL release of 20th Century Fox's <i>M*A*S*H</i>
<i>Warplock</i>	<u>Data Age</u>	<u>Data Age</u>	October 1982	Action	
<i>Weltraumtunnel</i> (<i>Space Tunnel</i>)	BitCorp	BitCorp - Quelle	1982	Action	PAL-Release - Quelle-variant is a BitCorp- clone; also known e.g. as <i>Ataque Laser</i> , <i>Innerspace</i> , <i>Laser Volley</i> , <i>Laser Gate</i> , <i>Laser Gates</i>
<u>Westward Ho</u>	<u>PlayAround</u>	<u>PlayAround</u>	1983	Adult, Western	PlayAround's rebrand of <i>Custer's Revenge</i> , which never appeared in the US markets. PAL- only.
<i>Wing War</i>	<u>Imagic</u>	<u>Imagic</u>	1983	Action	PAL-only
<u>Winter Games</u>	Action Graphics	<u>Epyx</u>	October 1987	Action, Sports	
<u>Wizard of Wor</u>	Roklan Corporation	<u>CBS Electronics</u>	December 1982	Action	licensed by Bally Midway
<u>Word Zapper</u>	James Wickstead Design Associates	<u>U.S. Games</u>	August 1982	Action	
<u>Worm War I</u>	<u>Sirius Software</u>	<u>20th Century Fox</u>	September 1982	Shooter	
<u>X-Man</u>		Universal Gamex	June 1983	Adult, Simulation	Adult-themed game unrelated to the <u>X-Men</u> . ^[19]

<i>The Year 1999</i>		Rainbow Vision	1983	Shooter	PAL exclusive
<i>Z-Tack</i>	Bomb	Bomb	Q4 1983	Action	
<i>Zaxxon</i>	<u>Coleco</u>	<u>Coleco</u>	April 1983	Action	licensed by Sega
<i>Zoo Fun</i>		Suntek	1983		PAL-only

Homebrew games

The Atari 2600 has been a popular platform for homebrew projects, with 85 games publicly released. Unlike later systems, the Atari 2600 does not require a modchip to run cartridges. Many games are clones of existing games written as programming challenges,^[20] often borrowing the name of the original.

In 2003, Activision selected several games for inclusion in the Game Boy Advance version of their *Activision Anthology*, as indicated below.^[21]



Stay Frosty by Darrell Spice Jr.

Title	Developer(s)	Publisher(s)	Year	Genre	Notes
<i>2005 Minigame Multicart</i>	Chris Walton, Fred Quimby, Bob Montgomery, and Zach Matley	AtariAge	2005	Action	
<i>2048 2600</i>	Carlos Duarte do Nascimento (chesterbr)	self-published	2014	Puzzle	Clone of 2048
<i>A-VCS-tec Challenge</i>	Simon Quernhorst (Programmer), Paul Slocum (Music)	AtariAge	2006	Action	Clone of Aztec Challenge ^[22]
<i>Aardvark</i>	Óscar Toledo G. and Thomas Jentzsch and Nathan Strum	AtariAge	2019	Action	Variation of <i>Anteater</i>
<i>Actionauts</i>	Rob Fulop		2008	Simulation	Originally planned for release in 1984
<i>Alfred Challenge</i>	Eric Bacher	Ebivision	1998	Action	Platform-and-ladder game
<i>Allia Quest</i>	Igor Barzilai	Ebivision	2001	Action	Fixed shooter
<i>Alien Greed</i>	Chris Read	Self-Published	2007	Action	
<i>Alien Greed 2</i>	Scott Dayton	Neo Games	2008	Action	
<i>Alien Greed 3</i>	Chris Read	Neo Games	2010	Action	
<i>Alien Greed 4</i>	Chris Read	2600Connection	2012	Action	
Alien Holocaust	Fernando Rodrigues Salvio	Bitnamic	2022	Action Adventure	Based on the short film Alien Holocaust by Marcus Garrett and the developer as the character Bruce. It has a cartridge version and another sold with the DVD of the short film. ^[23]

<i>Astronomer</i>	Alex Pietrow	<u>Packrat</u>	2018	Simulation	A astronomy simulator where the player can use a telescope to observe stars. It is a pack in game for the Retron 77.
<i>Bee-Ball</i>	Ivan Machado	<u>AtariAge</u>	2007	Action	[24]
<i>Bell Hopper</i>	Tomas Härdin	self-published	2011	Action	A demake of <u>Winterbells</u> . Placed 5th in the game development competition at <u>Assembly Summer 2011</u> . ^[25]
Bigfoot Family Search	Jason Santuci and Bobby Alexander				
<u><i>Boulder Dash</i></u>	Thomas Jentzsch and Andrew Davie	<u>AtariAge</u>	2011	Action	[26]
<i>Chetiry</i>	Chris Walton, Zach Matley, Fred Quimby	Atari Age		Puzzle	Tetris clone. Melody Enhanced
<i>Circus Convoy</i>	Audacity Games	Audacity Games	2021	Action Adventure	First game from publisher founded by <u>David Crane</u> , <u>Garry Kitchen</u> and <u>Dan Kitchen</u> . ^[27]
<i>Climber 5</i>	Dennis Debro	XYPE	2004	Action	Included in the <i>Activision Anthology</i> . ^[21] Included in the Atari Flashback 2 as <i>Atari Climber</i> .
<i>Conquest of Mars</i>	Champ Games (John W. Champeau)	<u>AtariAge</u>	2006	Action	Clone of Atari 8-bit family game <u>Caverns of Mars</u> . ^[28]
<i>Draconian</i>	SpiceWare (Darrell Spice, Jr.) Additional programming by Chris Walton. Music, Speech, Sound Effects	<u>AtariAge</u>	2017	Action	Clone of Arcade game <i>Bosconian</i> , Draconian includes levels from both arcade versions (Namco and Midway), plus original levels

	by Michael Haas				
<i>Dungeon</i>	David Weavil	Atari Age	2009	Adventure	
<i>Dungeon II: Solstice</i>	David Weavil	Atari Age	2019	Adventure	
<i>Duck Attack!</i>	Will Nicholes	AtariAge	2010	Action-Adventure	Loosely based on <i>Adventure</i> ^[29]
<i>Edtris 2600</i>	Ed Federmeyer	Hozer Video Games	1995	Strategy	Clone of <i>Tetris</i> ^[30]
<i>Euchre</i>	Erik Eid	self-published	2002	Strategy	Included in the <i>Activision Anthology</i> as <i>Video Euchre</i> ^[21]
<i>Fall Down</i>	Aaron Curtis	AtariAge	2005	Action	^[31]
<i>FlapPing</i>	Kirk Israel	AtariAge	2004	Action	^[31]
<i>Four-Play</i>	Zach Matley	AtariAge	2006	Strategy	^[31]
<i>Galactopus!</i>	Ric Pryor	AtariAge	2015	Action/Shooter	
Galagon	John W. Champeau, Nathan Strum, Ross Keenum	AtariAge	2019	Action	Supports AtariVox/Savekey for saving high scores
<i>Grizzards</i>	Bruce-Robert Pocock, Zephyr Salz	AtariAge	2022	RPG	Supports AtariVox for voice. Contains save-to-cartridge circuitry on physical release, or uses AtariVox/Savekey for demo/download version.
<i>Go Fish!</i>	Bob Montgomery	AtariAge	2005	Action	^[31]
<i>Gunfight</i>	Manuel Rotschkar	XYPE	2001	Action	^[31]
<i>Halo 2600</i>	Ed Fries	AtariAge	2010	Action	Based on Bungie's Halo series ; Fries was involved in Microsoft's acquisition of Bungie ^[32]
<i>Heist</i>	Timothy Marsh	Self Published	2019	Action	
<i>High Score Screen Burn Slow Burn</i>	BJ Best	8bitclassics.com	2010	Action	High Score Screen Burn Slow Burn: The game that's maybe not a game!

<i>Hunchy II</i>	Chris Walton	AtariAge	2005	Action	[31]
<i>Jammed</i>	Thomas Jentzsch	XYPE	2001	Strategy	[31]
<i>Juno First</i>	Chris Walton	AtariAge	2009	Action	Clone of arcade game of the same name.
<i>K.O. Cruiser</i>	Devin Cook	AtariAge	2010	Sports	[33]
<i>Lady Bug</i>	Champ Games (John W. Champeau)	AtariAge	2006	Action	Clone of arcade game of the same name.
<i>Mappy</i>	John W. Champeau, Mike Haas, Thomas Jentzsch	AtariAge	2019	Action/Platform	Clone of arcade game of the same name, AtariVox Enhanced
<i>Marble Craze</i>	Paul Slocum	XYPE	2002	Action	[31]
<i>Mean Santa</i>	John K. Harvey	2600 Connection [1] (https://web.archive.org/web/20110107161030/http://2600connection.atari.org/msorder.html)	2009	Action/Strategy	
<i>Medieval Mayhem</i>	SpiceWare (Darrell Spice Jr.)	AtariAge	2006	Action	Remake of <i>Warlords</i> that adds arcade features missing from the original home version.[34]
<i>Monkey King</i>	Alex Pietrow		2018	Action	Strategic endless runner.
<i>Okie Dokie</i>	Bob Colbert	Retroware	1996	Strategy	Included in the <i>Activision Anthology</i> [21]
<i>Oystron</i>	Piero Cavina	XYPE	1997/1998	Action	Included in the <i>Activision Anthology</i> [21]
<i>Pesco</i>	Eric Bacher	Ebivision	1999	Action	[31]
<i>Pick Up</i>	20th Century Fox	Mark Klein	2002	Shooter	Finished, but unreleased until self-published at 2002 Classic Gaming Expo
<i>Pressure Gauge</i>	John K. Harvey	Self-published	1999	Action/Puzzle	[31]

<i>Princess Rescue</i>	Chris Spry	AtariAge	2013	Action	Clone of Super Mario Bros.
<i>Qb</i>	Andrew Davie	XYPE	2001	Action/Puzzle	
<i>Scramble</i>	John W. Champeau (Champ Games)	AtariAge	2016	Action	Clone of arcade game of the same name.
<i>Seawolf</i>	Manuel Rotschkar	XYPE	2004	Action	[31]
Shield Shifter	John Reder	Good Deal Games	2009		
<i>Skeleton+</i>	Eric Ball	AtariAge	2003	First-person shooter	Included in the <i>Activision Anthology</i> ^[21]
<i>Snappy</i>	Sebastian Mihai	Self Published	2012	Action	[35]
<i>Sound X</i>	Ed Federmeier	Hozer Video Games	1994	Music	
<i>Space Game</i>	Karl Garrison, Maggie Vogel	AtariAge	2018	Action	AtariVox Enhanced
<i>Space Rocks</i>	Darrell Spice, Jr.	AtariAge	2013	Action	AtariVox Enhanced
<i>Space Treat Deluxe</i>	Fabrizio Zavagli	AtariAge	2003	Action	Included in the <i>Activision Anthology</i> ^[21]
<i>Space Instigators</i>	Christopher Tumber	XYPE	2002	Action	[31]
<i>Squish 'Em</i>	Bob Montgomery	AtariAge	2007	Action	Clone of Atari 8-bit family game of the same name. ^[36]
<i>The Stacks</i>	Mike Mika and Kevin Wilson	Parzavision	2011	Action	<i>Pitfall!</i> -like game based on a fictional homebrew mentioned in the novel <i>Ready Player One</i> and made downloadable at Stacks (http://anoraksalmanac.com/gate1/stacks/) as part of a contest to win a DMC DeLorean
<i><u>Star Fire</u></i>	Manuel Rotschkar, Thomas Jentzsch	XYPE	2003	Action	Clone of arcade game of the same name. ^[31]

<i>Stay Frosty</i>	SpiceWare (Darrell Spice Jr.)	AtariAge	2007	Action	Also included on 2007 <i>AtariAge Holiday Cart: Stella's Stocking</i>
<i>Stay Frosty 2</i>	SpiceWare (Darrell Spice Jr.)	AtariAge	2014	Action	
<i>Stell-A-Sketch/Okie Dokie</i>	Bob Colbert	Retroware	1997	Strategy	
<i>Strat-O-Gems Deluxe</i>	John Payson	AtariAge	2005	Strategy	[31]
<i>Super Cobra Arcade</i>	Champ Games (John W. Champeau)	AtariAge	2017	Action	Clone of arcade game <i>Super Cobra</i>
<i>SWOOPS!</i>	Thomas Jentzsch	AtariAge	2005	Action	[31]
<i>Synthcart</i>	Paul Slocum	AtariAge	2002	Music	[31] Keyboard controllers are used to create sound loops
<i>Thrust</i>	Thomas Jentzsch	XYPE	2000	Action	[31] Clone of computer game of same name. Re-released with enhancements in 2002 as <i>Thrust+ DC Edition</i> and in 2003 as <i>Thrust+ Platinum</i>
<i>Toyshop Trouble</i>	John Payson, Zach Matley, Bob Montgomery, Thomas Jentzsch, Nathan Strum	AtariAge	2007	Action	[31] Also released in 2006 as 2006 <i>AtariAge Holiday Cart: Toyshop Trouble</i>
<i>Turbo</i>	AtariAge	AtariAge	2010	Racing / Driving	Clone of arcade game of the same name.
<i>Vault Assault</i>	Brian Prescott	self-published	2001	Action	Included in the <i>Activision Anthology</i> ^[21]
<i>Vong</i>	Rick Skrbina	self-published	2008	Sports	[37]
<i>Wall Jump Ninja</i>	Walaber	AtariAge	2015	Action	Supports the AtariVox
<i>Warring Worms</i>	Baroque Gaming (Billy	AtariAge	2002	Action	[31] Expanded and re-released in 2005 as

	Eno)				<i>Warring Worms: The Worm (Re)Turns</i>
<i>The Wicked Father</i>	Juno (Jamie Hamshire)	self-published	2011	Action	
<i>Zippy the Porcupine</i>	Chris Spry	<u>AtariAge</u>	2015	Action	Game based on <u>Sonic the Hedgehog</u>
<u><i>Zoo Keeper</i></u>	Champ Games (John W. Champeau)	<u>AtariAge</u>	2021	Action	Clone of arcade game of the same name. ^[38]

Additional titles (publisher unknown)

Included with Atari Flashback 9 / Flashback 9 Gold^{[39][40]}

1. *Adventure II*
2. *Aquaventure*
3. *Asteroids Deluxe*
4. *Atari Climber*
5. *Burnin' Rubber*
6. *Championship Soccer*
7. *Chase It!*
8. *Combat Two*
9. *Decathlon*
10. *Escape It!*
11. *Fun with Numbers*
12. *Miss It!*
13. *RealSports Basketball*
14. *Return to Haunted House*
15. *Saboteur*
16. *Save Mary*
17. *Shield Shifter*
18. *Space Raid*
19. *Strip Off*
20. *Tempest*
21. *Wizard*
22. *Yars' Return*

See also

- List of Atari 2600 prototype games
- List of best-selling Atari 2600 video games
- Lists of video games
- List of GameLine games for the Atari 2600
- Category:Cancelled Atari 2600 games

Notes

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